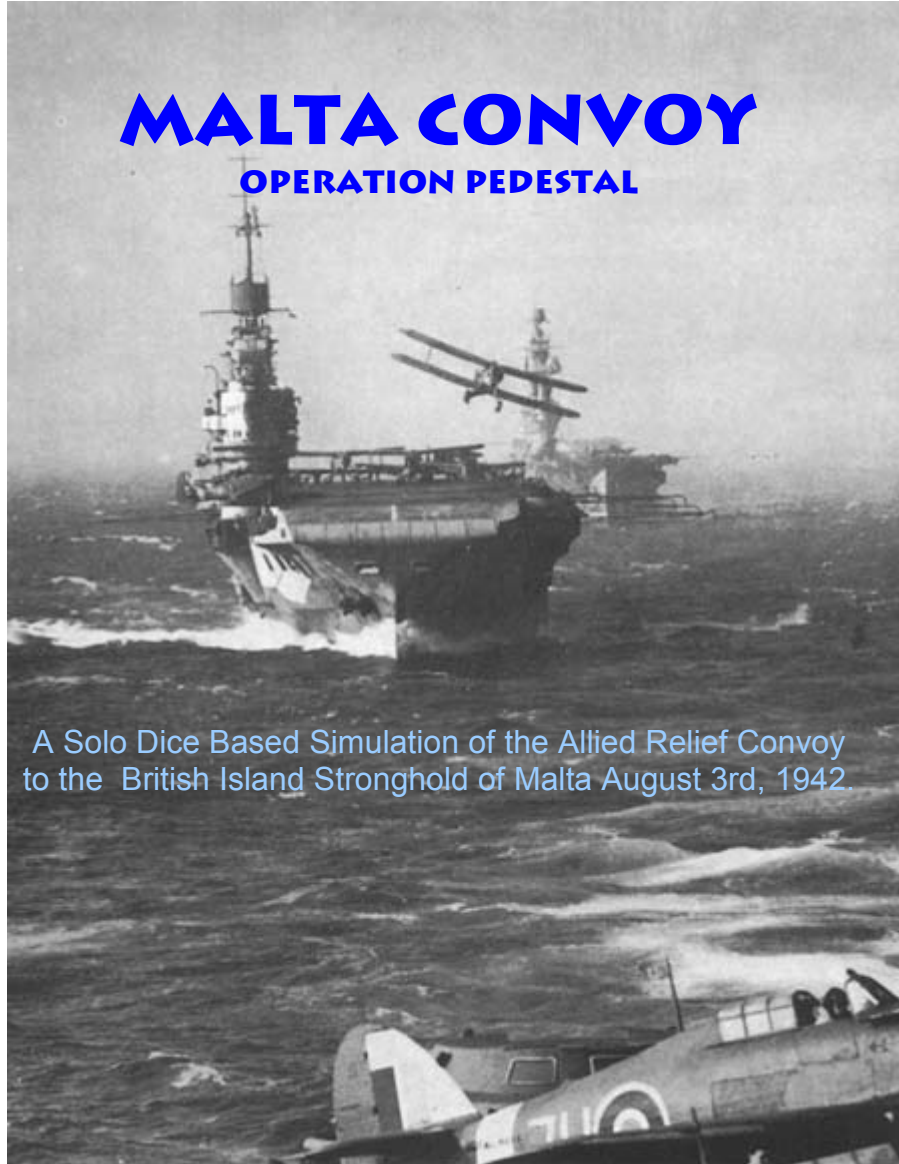


MALTA CONVOY

OPERATION PEDESTAL

A Solo Dice Based Simulation of the Allied Relief Convoy
to the British Island Stronghold of Malta August 3rd, 1942.



MATERIALS

- Paper or a copy of the Game Sheet included at the end of the rules
- Pen or Pencil
- One or two six sided dice
- Nobody to play with

CONVOY COMPOSITION

Ship Type	Number of Ships	Notes
Cargo Ships	3D6	Merchant Men
Oil Tankers	1D6	
Aircraft Carriers	1D3	
Cruisers	1D6 x 5	Warship
Destroyers	1D6 x 10	Warship

- Record how many of each type of ship you have.

LENGTH OF JOURNEY

- The game will last 20 + 1D6 Turns
- Make a column of that many boxes on a piece of paper.
- Number the boxes.

FRIENDLY WATERS

- The convoy will not be attacked for the first 1D6 turns.

COVERING FORCE RETURNS

- When you are halfway through the trip roll 1D6 for each of your remaining Aircraft Carriers.
 - On a roll of 4-6 they return to their bases with 3 +1D6 warships each.

CONTACT

- Every turn make one contact roll

1D6	Contact	Notes
1	Dumb Luck	-1 to this roll next turn
2-3	No Contact	Turn Ends
4	Reconnaissance Plane	+2 to this roll next turn
5	Surprise Contact	Force Size -1
6	Contact	
7	Sortie	Force Size +1
8	Attack Force	Force Size +2

ENEMY FORCE

- If contact is made roll to see what type

1D6	Type	Notes
1	U-boats	Force Size -1
2-3	Italian Air Force	Attack Rolls -1
4-5	German Air Force	Attack Rolls +1
6	Combined Air Force	Force Size +1

FORCE SIZE

- Roll 1D6. The result of this roll is the Force Size of the enemy force.
- The Force size is a minimum of 1 with Modifications.

INTERCEPTION

- Make 3 Interception Rolls.
 - Make one additional roll for every Aircraft Carrier you have.
 - Make one less roll if all of your cruisers are destroyed.
 - Make one less roll if all of your destroyers are destroyed.
- For every roll of 1 on 1D6 the size of the attacking enemy force is reduced by one.

ENEMY ATTACKS

- Roll a number of times equal to the enemy force size

1D6	Damage
1-2	Miss
3-4	Ship Damaged
5-6	Ship Destroyed

TARGETS

- If a ship is damaged or destroyed make a Target roll to see which type

1D6	Type
1	Tanker
2	Cargo Ship
3-4	Aircraft Carrier
5	Cruiser
6	Destroyer

- If there are no Aircraft carriers left treat the result as a Cargo Ship.
- If you already have a damaged ship of a certain type and you get another 'Ship damaged' result for that type there is a 1-3 in 1D6 chance that the damaged ship is hit again and sunk.

OPTIONS

- You may take an option at the beginning of your turn.
- You cannot take another option if you are currently using one.
- **DECOY OPTION**
 - Once during the trip you may send out a dummy convoy.
 - Target rolls +2 for 1D6 turns.
 - Get 1 less intercept roll.
- **SPLIT OPTION**
 - Once during the trip you may split up the fleet (Every ship for himself).
 - Force Size -1 for 1D6 turns.
 - Contact rolls are at +1.
- **EVADE OPTION**
 - Once during the trip you may take an evasive route.
 - Contact rolls at -2 for 1D6 turns.
 - Game length increases by 1D3 turns.
- **SCREEN OPTION**
 - Once during the trip you may set up a screen of warships to face the enemy routes of advance.
 - Get two additional Intercept rolls for 1D6 turns.
 - Attack rolls are at +1.

SCORING

- Start with 100 points.
 - Lose 2 points for every cargo ship lost.
 - Lose 1 point for every cruiser lost.
 - Lose 3 points for every tanker lost.
 - Lose 5 points for every aircraft carrier lost.
 - Gain 1 point for every Interception.
 - Lose 10 points if all of your Tankers are destroyed.
 - Lose 10 points if all of your Cargo ships are destroyed.

Credits

- Game created by Lloyd Krassner (kraz@Bellsouth.net)
- Game Sheet by Mike Marinos (mikemarinos@yahoo.com)

Malta Convoy

A Warpspawn Game

Download complete rules from
<http://www.angelfire.com/games2/warpspawn>

Use Once in a Game	
Decoy:	Target +2 for 1D6, Intercept Roll -1
Split:	Force -1 for 1D6, Contact Roll +1
Evade:	Contact - 2 for 1D6, Game + 1
Screen:	2 Intercept Rolls for 1D6, Attack +1

Length of Journey
20 + 1 D6

Friendly Waters
1 D6 from Start

Covering Force Return
4 - 6 Carrier(s) return with 3 + 1D6 warships

Contact - 1D6	Next Turn
1 Dumb Luck	-1
2-3 No Contact	Turn Ends
4 Reconnaissance Plane	+2
5 Surprise Contact	Force -1
6 Contact	
7 Sortie	Force +1
8 Attack Force	Force +2


Force Size	Enemy Contact
1	U-boats Force -1
2-3	Italian Air force Attack -1
4-5	German Air Force Attack +1
6	Combined Air Force Force +1


INTERCEPTION = 3 x 1D6	
Each Aircraft Carrier	+ 1 Roll
All cruisers destroyed	- 1 Roll
All destroyers destroyed	- 1 Roll
1 on 1D6 - enemy force size	-1 Roll


Enemy Attack - D6 = Force Size
1 - 2 Miss
3 -4 Ship Damage
5 - 6 Ship Destroyed


SCORE	
- 2 Cargo	
- 1 Cruiser	
- 3 Tanker	
-5 Aircraft Carrier	
- 10 all Tankers	
- 10 all Cargo	
+1 each intercept	
100	
90	
80	
70	
60	
50	
40	
30	
20	
10	


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Cruiser					
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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Destroyer																				
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Tanker		
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

Cargo				
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

AC	
	<input type="checkbox"/>
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Target
1 = Tanker
2 = Cargo
3 - 4 = Aircraft Carrier
5 = Cruiser
6 = Destroyer
No Aircraft - result = Cargo Ship.
2 x Damaged - 1-3 in 1D6 sink.

